c. having determined the integers belonging to section X, each said space of section Y is then assigned an integer that is either negative or positive or equal to zero; each said integer contained in the spaces of said section Y is derived by the process of adding eight integers of said section X located perpendicular and at forty-five degree angles to said space of section Y.

8. The method described in claim 1, of deriving a playable game board, wherein said section X consists of 32 defined square spaces and said section Y consists of 49 defined square spaces; said square spaces of section X contain the integers: 0, +/-1, +/-1, +/-2, +/-3, +/-5, +/-8, +/-13, +/-21, +/-13, +/-8, +/-5, +/-3, +/-2, +/-1, +/-1, 0, -/+1, -/+1, -/+2, -/+3, -/+5, -/+8, -/+13, -/+21, -/+13, -/+8, -/+5, -/+3, -/+2, -/+1, -/+1; wherein said integers preceded by +/- are added as positive integers and said integers preceded by -/+ are added as negative integers, using the process of determining section Y's integers as described in claim 1; said square spaces of section Y contain the integers: 0, 0, 0, 0, 0, 0, 0, 40, 29, 29, 21, 21, 20, 16, 16, 14, 14, 11, 11, 8, 9, 9, 7, 7, 6, 6, 5, 5, -40,-29, -29, -21, -21, -20, -16, -16, -14, -14, -11, -11, -9, -9, -7, -7, -6, -6, -5, -5.

9. A method of play, whereby two players may play a board game, comprising the steps of:

a. having already derived the playing surface by the method described in claim 1; the first step of the method of play, is assigning each player a distinguishable set of playing pieces;

b. positioning a plurality of playing pieces from each player's said set of playing pieces on predetermined spaces within said section Y and positioning a plurality of said playing pieces from each player's said set of playing pieces on predetermined spaces within said section X;

c. allowing each player, on a turnabout basis, to position one or more pieces on integers in said section X, to create the difference between two or more integers in said section Y, whereby a piece or pieces in section Y can be moved from one space to another, providing another piece does not already occupy that space;

d. allowing a player to win the game if the said player is the first player to position each said piece, played within section Y, on integers that when added together equal zero.

10. The method of play as recited in claim 3; wherein the preferred number of pieces of each player's distinguishable playing set is ten, with eight pieces having their starting position in section Y and two pieces having their starting position in section X; each said playing set being comprised of: three pieces distinguished as circles, two pieces distinguished as triangles, two pieces distinguished as squares, one piece distinguished as a diamond, and two pieces distinguished as arrows; said pieces distinguished as circles having their starting positions on the spaces containing the integers 20, 14, and 14 in said section Y for player one and on the spaces containing the integers –20, -14, and -14 in said section Y for player two; said pieces distinguished as squares having their starting positions on the integers 21 and 21 in said section Y for player one and the integers –21 and -21 in section Y for player two; said pieces distinguished as triangles having their starting positions on the spaces containing the integers 29 and 29 in said section Y for player one and –29 and –29 for player two; each said piece distinguished as a diamond having its starting position on the space containing the integer 40 in said section Y for player one and –40 in said section Y for player two; said pieces distinguished as arrows having their starting positions on the spaces containing integers 0 and 0 in said section X for both player one and player two; each said piece distinguished as a circle and each said piece distinguished as a square may only move vertically and horizontally along the axis of spaces of said section Y; each said piece distinguished as triangle and each said piece distinguished as a diamond may move horizontally, vertically and diagonally along the axis of spaces of said section Y; those pieces distinguished as squares and diamonds may move over a piece blocking the desired path to the next available space, diamond being the only piece that can move diagonally over a piece blocking its path.